

RE: Creating a que

Source:

<http://www.tech-archive.net/Archive/Excel/microsoft.public.excel.programming/2008-09/msg04021.html>

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 - *Date:* Mon, 22 Sep 2008 10:31:01 -0700
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Well, don't TELL me you'd like to contact me, just contact me! My email address is in my profile; just click on the link where it says "By: Bob Bridges" and remove the anti-spam node and you have my email address.

And yeah, I love it too.

--- "KJ MAN" wrote:

I would like to contact you via email and get acquainted with collections a little. I love vb programming, its just so hard to get the time to learn.

--- "Bob Bridges" wrote:

QBasic won't help you; I used it, too, but its only relationship to Visual Basic is the underlying syntax. A collection, in the OO sense, is more like an array than anything else we've met in QBasic, the main differences being a) what's stored is not a value but the variable or object itself, b) each item in the collection can be referred to by name as well as by index number, and c) the items don't all have to be of the same type.

I'd be happy to explain collections and fill in other gaps you're missing, but perhaps in the interest of time you'd prefer, meanwhile, to do this with arrays....As for Collections, it sounds like you could do with a quick refresher on the nature of objects and work up from there. If you want to, contact me via email and we can go into it in as much depth as you feel like.

--- "KJ MAN" wrote:

Well, I was pretty fluent in QBASIC Years ago and I did some VB scripting about 3 years ago but I have lot most of it. I will try your code and then use some trial and error to see if I can get it to work with the rest of my sheets. If you have any up-front suggestions on how to create and maintain my list I'm all ears. I'd like to get this

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project ready to go by Saturday and I sill must restructure the
a 6000
strong file/folder database.

---- "Bob Bridges" wrote:

I'm guessing that when you type "que" and
"cue" you're looking for "queue",
meaning a line of people waiting to get into
a theater or a stack of items
waiting to be processed. Seems to me the
trick here is to store each name
and entry count in a collection. Then start
looping through the collection,
checking the entry count and, if it's >0,
listing the name and decrementing
the count, until every item in empty. Like
this:

```
Do
bMoreData = False
For Each eo In Entries
If eo.Count > 0 Then
MsgBox eo.Name
eo.Count = eo.Count - 1
if eo.Count > 0 then bMoreData = True
End If
Next eo
Loop While bMoreData
```

At the beginning of the loop you assume this
is the last time through the
loop (bMoreData = False). Then you go
through each item in the Entries
collection, which has a name (Kelly, Pat etc)
and a count (however many
entries they created). If the count is still >0,
my code above just MsgBoxed
the name, but you'll insert code there to
create a new item in your list,
consisting of the person's name, and then
you decrement that person's entry
count. If his entry count isn't 0 yet, you're
going to do another loop, so
turn on bMoreData too.

As long as every person has more entries to
do, their names are listed in
order. As soon as one's count has been
reduced to 0, that person will no
longer continue being listed -- but the loop

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will continue, the others being listed, until each one has been "listed out".

I didn't get into details you may already understand, like how to create a collection and how to create an entry in your list. But if you need help on some other aspect, don't hesitate to ask.

--- "KJ MAN" wrote:

I need my program to create a revolving cue from entries made by individuals.

If sally enters 3, george enters 2, pat enters 1 and kelly enters 5 then it should list the entries as so:

- 1.)Sally 7.)Kelly
- 2.)George 8.)Sally
- 3.)Pat 9.)Kelly
- 4.)Kelly 10.)Kelly
- 5.)Sally 11.)Kelly
- 6.)George

If on the 3rd kelly entry (number 9) Don makes 2 entries then from line 10 the script would be

- 10.)Don
- 11.)Kelly
- 12.)Don
- 13.)Kelly